

**Amendments to the Claims:**

This listing of the claims replaces the listings of the claims in the present patent application:

**Listing of Claims:**

**1. (Currently Amended)** A method of playing an interactive bingo game, comprising:

initiating a game session that comprises,

a plurality of game events corresponding to the game session,

a chargeable credit game condition, in which a first player selection is received for charging at least one credit for each game event;

providing a player a bingo card having a plurality of integers configured in a grid pattern;

performing the a plurality of game events so that ~~wherein~~ each game event comprises having said interactive game draw at least one bingo number from a set of bingo numbers;

~~performing a plurality of chargeable actions wherein each chargeable action comprises charging a player a quantity of credits for each of the [[said]] game events according to the chargeable credit game condition; , said quantity of credits is determined by said player; and~~

awarding said player one or more prizes according to a dynamic payable that depends on a plurality of dynamic variables that are modified after each game event that charges according to the chargeable credit game condition ~~during said game session~~, said dynamic payable comprising,

a plurality of paytables wherein each payable is associated with a corresponding game event,

a plurality of triggering events wherein each triggering event is associated with one of a plurality of bingo patterns,

a threshold event that is engaged after one or more triggering events, said threshold event configured to determine a plurality of prize credits awarded for each subsequent bingo pattern[.];  
repeatedly displaying each payable for the corresponding game event; and  
repeatedly modifying the dynamic payable during the game session for each game event so that each payable is modified according to a graduated weighting function that weighs probabilities more favorably as more game events are played during the game session.

**2. (Original)** The method of claim 1 further comprising permitting said player to terminate said game session after each game event.

**3. (Original)** The method of claim 2 further comprising permitting said player to use player skill in deciding whether to terminate said game session.

**4. (Original)** The method of claim 3 further comprising providing said player a plurality of bingo cards.

**5. (Original)** The method of claim 4 wherein said plurality of bingo patterns includes at least one row of drawn bingo numbers on said bingo card, said row being horizontal, vertical or diagonal.

**6. (Original)** The method of claim 4 wherein said plurality of bingo patterns includes a four-corner bingo pattern.

**7. (Original)** The method of claim 4 wherein said plurality of bingo patterns includes a blackout bingo pattern.

**8. (Cancelled)** ~~The method of claim 4 wherein said plurality of dynamic variables comprises a quantity of drawn bingo numbers.~~

**9. (Original)** The method of claim 4 wherein said plurality of dynamic variables comprises a quantity of player credits wagered for each chargeable action.

**10. (Original)** The method of claim 4 wherein said determining of said plurality of prize credits to award for each of said plurality of bingo patterns is based on an allocation variable which is associated with said dynamic variable.

**11. (Previously Presented)** The method of claim 1 further comprising networking a plurality of interactive games.

**12. (Currently Amended)** An interactive bingo gaming system, comprising:

a player interface configured to display at least one bingo card and configured to display the ~~[[said]]~~ interactive bingo gaming system drawing at least one bingo number from a set of bingo numbers;

a credit meter configured to record charging a player one or more credits for initiating a game session, said game session comprising,

receiving a chargeable credit condition when initiating the game session, in which a first player selection is received for charging at least one credit for each game event,

performing a plurality of game events wherein each game event comprises having said interactive game draw said at least one bingo number from said set of bingo numbers,

~~charging performing a plurality of chargeable actions wherein each chargeable action comprises a player a quantity of credits for each of the~~ ~~[[said]]~~ game events according to the chargeable credit game condition ~~, said quantity of credits is determined by said player;~~

a dynamic payable that depends on a plurality of dynamic variables that are modified after each game event that charges according to the chargeable credit game condition ~~during said game session~~, said dynamic payable comprising,

a plurality of paytables wherein each payable is associated with a corresponding game event,

a plurality of triggering events wherein each triggering event is associated with one of a plurality of bingo patterns,

a threshold event that is engaged after one or more triggering events, said threshold event configured to determine a plurality of prize credits awarded for each subsequent bingo pattern,

repeatedly displaying each payable for the corresponding game event,  
and

repeatedly modifying the dynamic payable during the game session for each game event so that each payable is modified according to a graduated weighting function that weighs

probabilities more favorably as more game events are played during the game session;

a prize meter which is incremented each time said threshold event occurs;  
and

a termination button that permits said player to terminate said game session after each game event.

**13. (Original)** The system of claim 11 wherein said plurality of bingo patterns includes at least one row of drawn bingo numbers on said bingo card, said row being horizontal, vertical or diagonal.

**14. (Original)** The system of claim 11 wherein said plurality of bingo patterns includes a four-corner bingo pattern.

**15. (Original)** The system of claim 11 wherein said plurality of bingo patterns includes a blackout bingo pattern.

**16. (Cancelled)** ~~The system of claim 11 wherein said plurality of dynamic variables comprises a quantity of drawn bingo numbers.~~

**17. (Original)** The system of claim 11 wherein said plurality of dynamic variables comprises said player credits wagered for each chargeable action.

**18. (Original)** The system of claim 11 wherein said plurality of dynamic variables comprises an allocation variable that determines said plurality of prize credits to award for each of said bingo patterns.

**19. (Original)** The system of claim 12 further comprising a network interface card communicatively coupled to said processor, said network interface card permits said interactive gaming system to communicate with another networked device.

**20 – 35. (Cancelled)**

**36. (New)** The method of claim 1 wherein the dynamic payable is modified after each game event according to an equation:

$$\text{PAY}(I) = \text{ROI} * \text{ABET} * \text{WGT}(I) * \text{AL}(\text{IHIT})/\text{PR}(I)$$

where,

ROI is an overall payback percentage;

ABET is an average bet;

WGT(I) is a graduated weighting function that weighs probabilities more favorably for game events that occur at the end of the said game session;

AL(IHIT) is a pay allocation weighting function; and

PR(I) is a probability for the next game event.

**37. (New)** The system of claim 12 wherein the dynamic payable is modified after each game event according to an equation:

$$\text{PAY}(I) = \text{ROI} * \text{ABET} * \text{WGT}(I) * \text{AL}(\text{IHIT})/\text{PR}(I)$$

where,

ROI is an overall payback percentage;

ABET is an average bet;

WGT(I) is a graduated weighting function that weighs probabilities more favorably for game events that occur at the end of the said game session;

AL(IHIT) is a pay allocation weighting function; and

PR(I) is a probability for the next game event.